

AMENDMENTS TO THE SPECIFICATION

Please amend paragraph [0028] as follows:

Next, rendering engine 12 initializes all attribute values at a starting pixel of the bounding box, e.g., (X_{\min}, Y_{\min}) of FIG. 2, (step ~~38~~ 37). In addition, rendering engine 12 initializes current pixel index values (X_C, Y_C) to a first pixel of a first scan line of the bounding box, i.e., X_{\min} and Y_{\min} (step ~~39~~ 38).

Please amend paragraph [0020] as follows:

After calculating the bounding box, e.g., bounding box 22 of FIG. 2, rendering engine 12 processes each pixel line encompassed by the bounding box and selectively enables those pixels that fall within triangle 20. Specifically, rendering engine 12 scans the pixels lines, e.g., in a ~~leftward~~ rightward and downward fashion, and applies linear equations to determine whether each pixel falls within triangle 20. For those pixels within the edges 24A, 24B and 24C, rendering engine 12 updates the current attributes for the pixels, e.g., based on z-value, color information, texture information, or the like, associated with triangle 20.

No new matter is added by the amendments to the Specification. Please see the Remarks section below.